

## Amendments To Claims

1. (Currently Amended) A system for communication, comprising:

~~a set of one or more rich media environments each having a corresponding arrangement of sensing and rendering components for covering a set of individuals present in the corresponding rich media environment wherein at least one of the rich media environments covers more than one of the individuals;~~

first set of sensing and rendering components arranged to cover physical movements of multiple individuals present in a first environment;

second set of sensing and rendering components arranged to cover physical movements of multiple individuals present in a second environment;

interest thread detector that uses the first and second set of sensing and rendering components to detect a communication interaction involving a subset of the individuals present in the first and second environments  
~~multiple communication interactions among the individuals present in the rich media environments~~ and that maintains an interest thread for ~~each~~ the communication interaction;

communication provider that ~~for each interest thread~~ captures a set of media data from the sensing components and that combines the captured media data in response to the activities ~~within the corresponding rich media environments of~~ a subset of the individuals associated with the ~~interest thread~~ and that communicates the combined media data to the rendering components.

2. (Currently Amended) The system of claim 1, wherein the communication provider selects a subset of the first and second set of sensing and rendering components for use for ~~each~~ the interest thread.

3. (Currently Amended) The system of claim 1, wherein the activities include speech levels of the individuals involved in the interest thread.

4. (Currently Amended) The system of claim 1, wherein the activities include gestures by the individuals involved in the interest thread.

5. (Currently Amended) The system of claim 1, wherein the activities include movements by the individuals involved in the interest thread.

6. (Currently Amended) The system of claim 1, wherein the activities include locations of the individuals involved in the interest thread.

7. (Original) The system of claim 1, wherein the communication provider refines the media data obtained from the sensor components in response to the activities.

8. (Currently Amended) The system of claim 1, wherein the communication provider stores the combined media data to provide a history of the ~~corresponding~~ communication interaction.

9. (Currently Amended) The system of claim 1, wherein ~~one or more of~~ the communication interaction pertains interactions ~~pertain~~ to an artifact in one of the rich media environments.

10. (Original) The system of claim 9, wherein the artifact changes over time.

11. (Original) The system of claim 9, wherein the artifact is a shared virtual writing surface.

12. (Currently Amended) The system of claim 10, wherein a change to the artifact is made by one of the individuals involved in the interest thread.

13. (Original) The system of claim 10, wherein the communication provider records a history of the artifact over time.

14. (Currently Amended) The system of claim 1, wherein the interest thread detector detects one or more activities in the ~~rich-media~~ environments and creates an interest area for each the detected activity.

15. (Currently Amended) The system of claim 14, wherein the interest thread detector associates the interest ~~areas~~ area with ~~the interest threads~~ another interest thread.

16. (Currently Amended) The system of claim 1, wherein ~~one or more of the communication interactions is among~~ interaction involves two or more of the individuals in one of the ~~rich media~~ environments.

17. (Currently Amended) The system of claim 1, wherein ~~one or more of the communication interactions is among~~ interaction involves one or more of the individuals in two ~~or more~~ of the ~~rich-media~~ environments.

18. (Currently Amended) The system of claim 1, wherein the interest thread detector detects formation of ~~a particular~~ the communication interaction by detecting a movement of one of the individuals.

19. (Original) The system of claim 18, wherein the movement pertains to one of the rendering devices.

20. (Original) The system of claim 18, wherein the movement pertains to one of the other individuals.

21. (Currently Amended) The system of claim 1, wherein one or more of the subset of individuals is in a remote location and in possession of a remote sensing and rendering component.

22. (Currently Amended) A method for communication ~~using a set of rich media environments each having a corresponding arrangement of sensing and rendering components for covering a set of individuals present in the corresponding rich media environment wherein at least one of the rich media environments covers more than one of the individuals,~~  
comprising:

providing a first set of sensing and rendering components for covering physical movements of multiple individuals present in a first environment;

providing a second set of sensing and rendering components for covering physical movements of multiple individuals present in a second environment;

detecting multiple communication interactions among the individuals present in the rich media environments a communication interaction involving a subset of the individuals present in the first and second environments;

maintaining an interest thread for each the detected communication interaction;

capturing a set of media data from the sensing components;

combining the captured media data in response to the activities within the corresponding rich media environments of a of the subset of the individuals associated with each interest thread;

communicating the combined media data to the rendering components.

23. (Currently Amended) The method of claim 22, further comprising selecting a subset of the sensing and rendering components for use for ~~each~~ the interest thread.

24. (Currently Amended) The method of claim 22, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting speech levels of the individuals involved in the interest thread.

25. (Currently Amended) The method of claim 22, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting gestures by the individuals involved in the interest thread.

26. (Currently Amended) The method of claim 22, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting movements by the individuals involved in the interest thread.

27. (Currently Amended) The method of claim 22, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting locations of the individuals involved in the interest thread.

28. (Previously Presented) The method of claim 22, further comprising refining the media data obtained from the sensor components in response to the activities.

29. (Currently Amended) The method of claim 22, further comprising storing the combined media data in a history of the ~~corresponding~~ communication interaction.

30. (Previously Presented) The method of claim 22, further comprising monitoring an artifact over time.

31. (Previously Presented) The method of claim 30, further comprising recording a history of the artifact over time.

32. (Currently Amended) The method of claim 22, further comprising detecting one or more activities in the ~~rich media~~ environments and creating an interest area for each detected activity.

33. (Currently Amended) The method of claim 32, further comprising associating the interest ~~areas~~ area with the another interest ~~threads~~ thread.

34. (Currently Amended) A computer-readable storage media that contains a set of code that when executed provides communication ~~among a set of rich media environments each having a corresponding arrangement of sensing and rendering components for covering a set of individuals present in the corresponding rich media environment wherein at least one of the rich media environments covers more than one of the individuals~~ by:

providing a first set of sensing and rendering components for covering physical movements of multiple individuals present in a first environment;

providing a second set of sensing and rendering components for covering physical movements of multiple individuals present in a second environment;

detecting ~~multiple communication interactions among the individuals present in the rich media environments~~ a communication interaction involving a subset of the individuals present in the first and second environments;

maintaining an interest thread for each ~~the~~ detected communication interaction;

capturing a set of media data from the sensing components;

combining the captured media data in response to the activities ~~within the corresponding rich media environments of~~ a of the subset of the individuals ~~associated with each~~ interest thread;

communicating the combined media data to the rendering components.

35. (Currently Amended) The computer-readable storage media of claim 34, further comprising selecting a subset of the sensing and rendering components for use for ~~each~~ the interest thread.

36. (Currently Amended) The computer-readable storage media of claim 34, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting speech levels of the individuals involved in the interest thread.

37. (Currently Amended) The computer-readable storage media of claim 34, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting gestures by the individuals involved in the interest thread.

38. (Currently Amended) The computer-readable storage media of claim 34, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting movements by the individuals involved in the interest thread.

39. (Currently Amended) The computer-readable storage media of claim 34, wherein combining the captured media data ~~in response to the activities of the individuals~~ includes detecting locations of the individuals involved in the interest thread.

40. (Previously Presented) The computer-readable storage media of claim 34, further comprising refining the media data obtained from the sensor components in response to the activities.

41. (Currently Amended) The computer-readable storage media of claim 34, further comprising storing the combined media data in a history of the ~~corresponding~~ communication interaction.

42. (Previously Presented) The computer-readable storage media of claim 34, further comprising monitoring an artifact over time.

43. (Previously Presented) The computer-readable storage media of claim 42, further comprising recording a history of the artifact over time.

44. (Currently Amended) The computer-readable storage media of claim 34, further comprising detecting one or more activities in the ~~rich-media~~ environments and creating an interest area for each detected activity.

45. (Currently Amended) The computer-readable storage media of claim 44, further comprising associating the interest ~~areas~~ area with ~~the another~~ another interest ~~threads~~ thread.